

Doomsday Engine - Bug #167

jHexen multiplayer: Level condition not reset

2004-02-28 19:49 - emptydoor

Status: Closed	Start date: 2004-02-28
Priority: Low	% Done: 100%
Assignee:	
Category:	
Target version:	
Description When I play the Seven Portals for the first time as server, everything is normal. The next time I play, however, the level looks exactly as I left it last time (the doors are open, monsters are dead etc.), even if I restart the game or re-boot my computer.	
Labels: jHexen Multiplayer	